BITSTREAM GENERATION

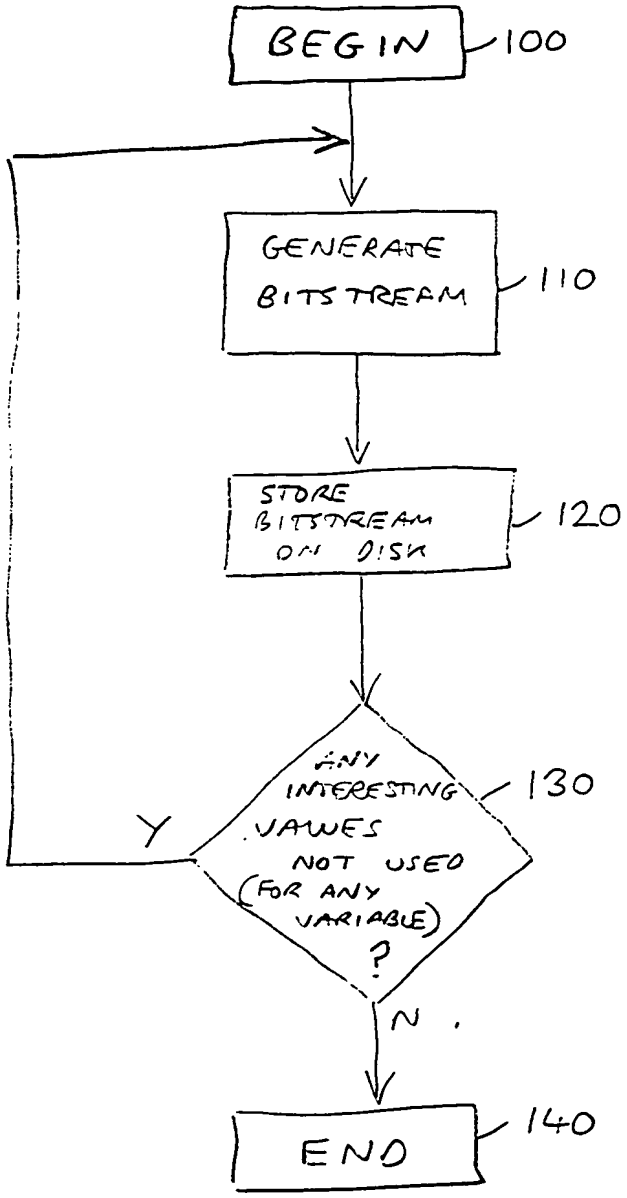

FIGURE 1

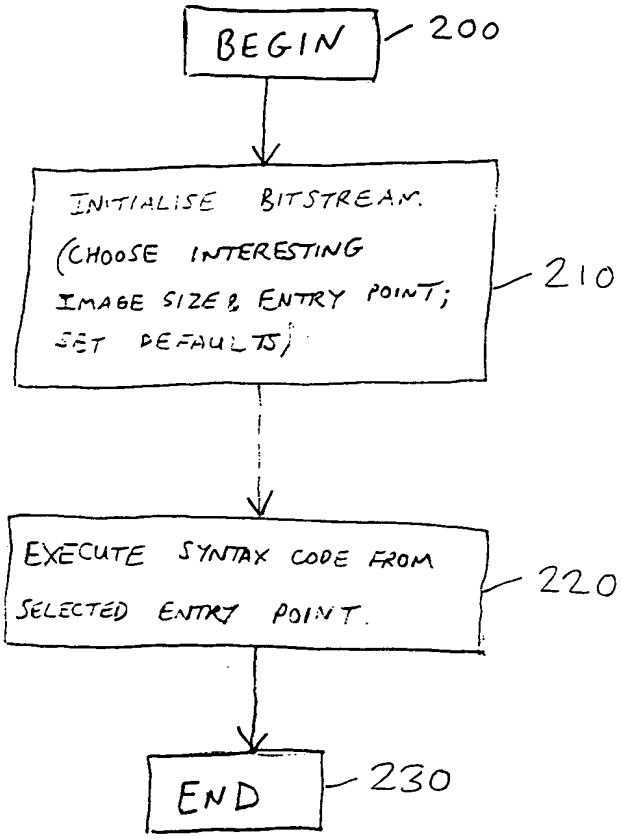
BEGIN
200
INITIALISE BITSTREAM.
(CHOOSE INTERESTING
IMAGE SIZE & ENTRY POINT;
SET DEFAULTS)
210
EXECUTE SYNTAX CODE FROM
SELECTED ENTRY POINT.
220
END
230

FIGURE 2

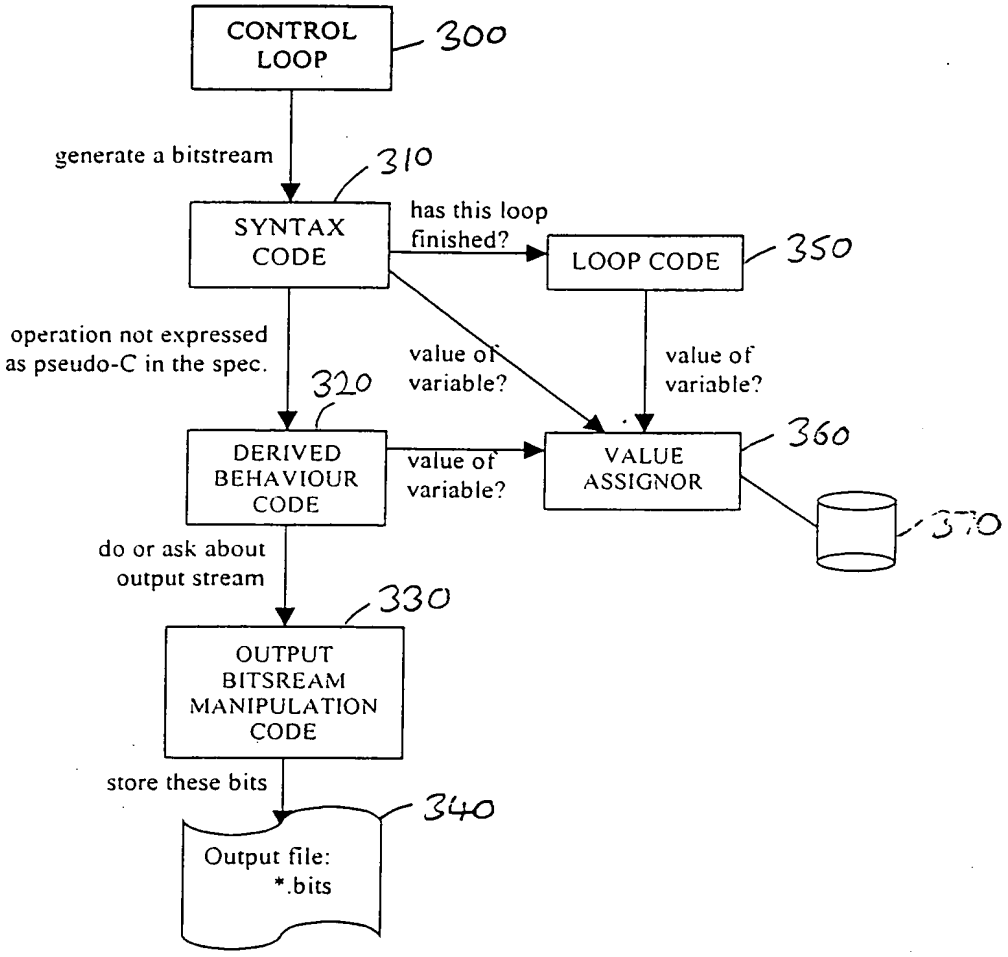
CONTROL LOOP
300
generate a bitstream
310
SYNTAX CODE
has this loop finished?
LOOP CODE
350
operation not expressed as pseudo-C in the spec.
value of variable?
value of variable?
320
DERIVED BEHAVIOUR CODE
value of variable?
VALUE ASSIGNOR
360
370
do or ask about output stream
330
OUTPUT BITSREAM MANIPULATION CODE
store these bits
340
Output file: *.bits

FIGURE 3

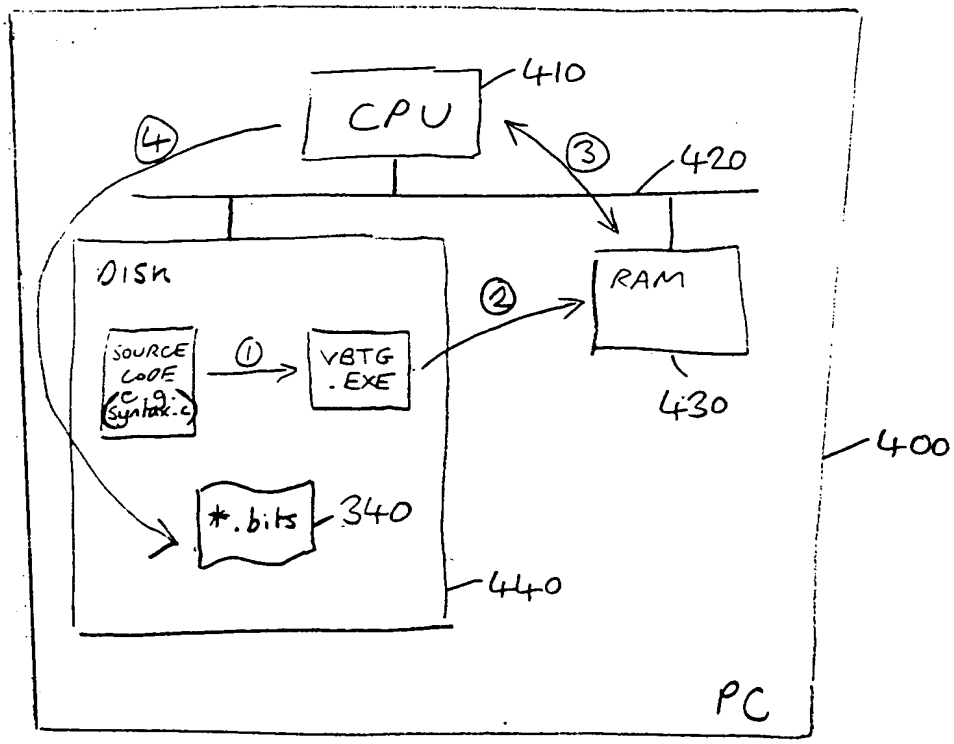
CPU
410
4
3
420
DISK
RAM
2
SOURCE CODE
(e.g. Syntax.c)
1
VBTG .EXE
430
400
*.bits
340
440
PC

FIGURE 4

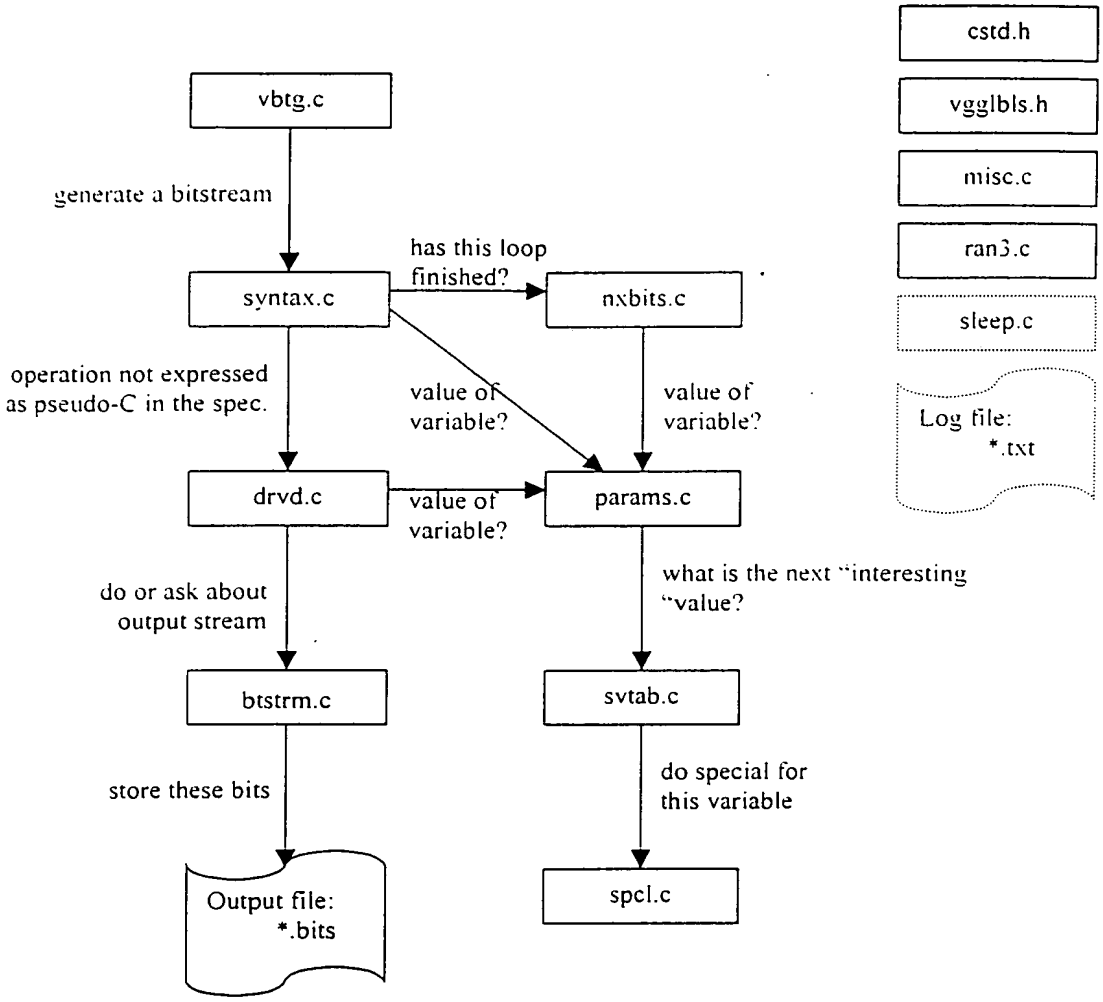
cstd.h
vgglbls.h
misc.c
ran3.c
sleep.c
Log file:
*.txt
vbtg.c
generate a bitstream
has this loop
finished?
syntax.c
nxbits.c
operation not expressed
as pseudo-C in the spec.
value of
variable?
value of
variable?
drvd.c
value of
variable?
params.c
do or ask about
output stream
what is the next "interesting
"value?
btstrm.c
svtab.c
store these bits
do special for
this variable
Output file:
*.bits
spcl.c

FIGURE 5